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1 [The evolution of perspective view in WalkMap](#)

Riku Suomela, Kimmo Roimela, Juha Lehtikainen

 October 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 5

Publisher: Springer-Verlag

 Full text available: [pdf\(485.11 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

A wearable computer is a potential platform for map applications: it is mobile in nature, and is often equipped with a head-worn display capable of displaying maps of the surrounding area in graphical form. In this paper, we present a map application, called WalkMap, developed for wearable computers. We concentrate on the visual presentation of the map, and propose a visualisation method that is based on the perspective distortion of a regular two-dimensional bird's-eye view map. We also describe ...

Keywords: Map, Navigation, Perspective, Three-dimensional, User study, Wearable computing

2 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

 November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

 Full text available: [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

3 [Two-handed virtual manipulation](#)



Ken Hinckley, Randy Pausch, Dennis Proffitt, Neal F. Kassell

 September 1998 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 5 Issue 3

Publisher: ACM Press

 Full text available: [pdf\(1.32 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

terms

We discuss a two-handed user interface designed to support three-dimensional neurosurgical visualization. By itself, this system is a "point design," an example of an advanced user interface technique. In this work, we argue that in order to understand why interaction techniques do or do not work, and to suggest possibilities for new techniques, it is important to move beyond point design and to introduce careful scientific measurement of human behavioral principles. In particula ...

Keywords: bimanual asymmetry, haptic input, input devices, three-dimensional interaction, two-handed interaction, virtual manipulation

4 Input and visualisation: Spatial interactive visualization on small screen



Tero Hakala, Juha Lehtikainen, Antti Aaltonen

September 2005 **Proceedings of the 7th international conference on Human computer interaction with mobile devices & services MobileHCI '05**

Publisher: ACM Press

Full text available: pdf(1.19 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The amount of data stored in personal digital devices increases rapidly as their memory capacities increase. These devices are usually equipped with relatively small displays, which makes presenting the information a challenge. We set out to explore the spatial design space for small screen user interfaces by incorporating additional dimensions into the visual representation, and investigate techniques that may be used to display more information at once. We focus on interactive visualization, w ...

Keywords: 3D user interfaces, depth cues, document management, interactive visualization, mobile devices

5 Full Papers: Annotating and sketching on 3D web models



Thomas Jung, Mark D. Gross, Ellen Yi-Luen Do

January 2002 **Proceedings of the 7th international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: pdf(1.03 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper reports on our progress and findings in building a Web annotation system for non-immersive 3D virtual environments. Over the last two years, we developed and tested two systems for collaborating designers to comment on virtual 3D models. Our first system, Redliner [12] lets design team members browse and leave text annotations on surfaces in three-dimensional models. Experience with Redliner, including two user evaluations in different settings, led us to develop Space Pen [13], a sec ...

Keywords: 3D models, Java 3D, VRML, annotation, collaboration, gesture recognition, pen-based interface, sketch in 3D

6 Importance-Driven Volume Rendering

Ivan Viola, Armin Kanitsar, Meister Eduard Groller

October 2004 **Proceedings of the conference on Visualization '04**

Publisher: IEEE Computer Society

Full text available: pdf(501.91 KB) Additional Information: [full citation](#), [abstract](#)

This paper introduces importance-driven volume rendering as a novel technique for automatic focus and context display of volumetric data. Our technique is a generalization

of cut-away views, which depending on the viewpoint remove or suppress less important parts of a scene to reveal more important underlying information. We automatize and apply this idea to volumetric data. Each part of the volumetric data is assigned an object importance which encodes visibility priority. This property det ...

7 Talking in circles: designing a spatially-grounded audioconferencing environment



Roy Rodenstein, Judith S. Donath

April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available: pdf(1.28 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents *Talking in Circles*, a multimodal audioconferencing environment whose novel design emphasizes spatial grounding with the aim of supporting naturalistic group interaction behaviors. Participants communicate primarily by speech and are represented as colored circles in a two-dimensional space. Behaviors such as subgroup conversations and social navigation are supported through circle mobility as mediated by the environment and the crowd and distance-based attenuation o ...

Keywords: audio, computer-mediated communication, drawing, gesture, interaction design, media space, multicast, multimodal interfaces, representation, social navigation, speech

8 Lightfield acquisition & display: 3D TV: a scalable system for real-time acquisition, transmission, and autostereoscopic display of dynamic scenes



Wojciech Matusik, Hanspeter Pfister

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(788.24 KB)

mov(21:13 MIN)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Three-dimensional TV is expected to be the next revolution in the history of television. We implemented a 3D TV prototype system with real-time acquisition, transmission, and 3D display of dynamic scenes. We developed a distributed, scalable architecture to manage the high computation and bandwidth demands. Our system consists of an array of cameras, clusters of network-connected PCs, and a multi-projector 3D display. Multiple video streams are individually encoded and sent over a broadband netw ...

Keywords: Autostereoscopic displays, camera arrays, image-based rendering, lightfields, multiview displays, projector arrays

9 Real-time visualization of the clear-up of a former U.S. Naval base

Paul Chapman, Derek Wills, Peter Stevens, Graham Brookes

October 2000 **Proceedings of the conference on Visualization '00**

Publisher: IEEE Computer Society Press

Full text available: pdf(342.08 KB)

Additional Information: [full citation](#), [citations](#), [index terms](#)

Keywords: seabed visualization, sonar technology, whole field modeling

10

Advances in dataflow programming languages



Wesley M. Johnston, J. R. Paul Hanna, Richard J. Millar
March 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 1

Publisher: ACM Press

Full text available: [pdf\(835.52 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Many developments have taken place within dataflow programming languages in the past decade. In particular, there has been a great deal of activity and advancement in the field of dataflow visual programming languages. The motivation for this article is to review the content of these recent developments and how they came about. It is supported by an initial review of dataflow programming in the 1970s and 1980s that led to current topics of research. It then discusses how dataflow programming evo ...

Keywords: Dataflow, co-ordination languages, component software, data flow visual programming, graphical programming, multithreading, software engineering

11 Papers: Information visualization: A framework for unifying presentation space



M. S. T. Carpendale, Catherine Montagnese
November 2001 **Proceedings of the 14th annual ACM symposium on User interface software and technology**

Publisher: ACM Press

Full text available: [pdf\(1.79 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Making effective use of the available display space has long been a fundamental issue in user interface design. We live in a time of rapid advances in available CPU power and memory. However, the common sizes of our computational display spaces have only minimally increased or in some cases, such as hand held devices, actually decreased. In addition, the size and scope of the information spaces we wish to explore are also expanding. Representing vast amounts of information on our relatively small ...

Keywords: 3D interactions, Distortion viewing, information visualization, interface design issues, interface metaphors, screen layout

12 Lightfield acquisition & display: A stereo display prototype with multiple focal distances



Kurt Akeley, Simon J. Watt, Ahna Reza Girshick, Martin S. Banks
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: [pdf\(304.43 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
 [mov\(23:12 MIN\)](#)

Typical stereo displays provide incorrect focus cues because the light comes from a single surface. We describe a prototype stereo display comprising two independent fixed-viewpoint volumetric displays. Like autostereoscopic volumetric displays, fixed-viewpoint volumetric displays generate near-correct focus cues without tracking eye position, because light comes from sources at the correct focal distances. (In our prototype, from three image planes at different physical distances.) Unlike autos ...

Keywords: graphics hardware, hardware systems, optics, user-interface hardware, virtual reality

13 Visualizing online activity

Stephen G. Eick
August 2001 **Communications of the ACM**, Volume 44 Issue 8

**Publisher:** ACM PressFull text available: pdf(272.93 KB)
 html(30.69 KB)Additional Information: [full citation](#), [references](#), [citings](#), [index terms](#)**14** Quo Vadimus: computer science in a decade

J. F. Traub

June 1981 **Communications of the ACM**, Volume 24 Issue 6**Publisher:** ACM Press

Full text available: pdf(2.35 MB)

Additional Information: [full citation](#), [abstract](#), [citings](#), [index terms](#)

A panel discussion was held during the third biennial meeting of chairmen of Ph.D.-granting computer science departments in June, 1978 at Snowbird, Utah, a meeting sponsored by the Computer Science Board. Invitees from industry and government were also present. A report was prepared from tapes made of the discussion (Department of Computer Science, Carnegie-Mellon University: Report #CMU-CS-80-127, June 1980). It contained all the prepared statements of the panelists, lightly edited, and th ...

15 TreeJuxtaposer: scalable tree comparison using Focus+Context with guaranteed visibilityTamara Munzner, François Guimbretière, Serdar Tasiran, Li Zhang, Yunhong Zhou
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3**Publisher:** ACM Press

Full text available: pdf(1.09 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Structural comparison of large trees is a difficult task that is only partially supported by current visualization techniques, which are mainly designed for browsing. We present TreeJuxtaposer, a system designed to support the comparison task for large trees of several hundred thousand nodes. We introduce the idea of "guaranteed visibility", where highlighted areas are treated as landmarks that must remain visually apparent at all times. We propose a new methodology for detailed structural compa ...

Keywords: Focus+Context, information visualization, phylogenetic tree, realtime rendering, tree drawing

16 User experience with alignment of real and virtual objects in a stereoscopic augmented reality interface

Ming Hou

November 2001 **Proceedings of the 2001 conference of the Centre for Advanced Studies on Collaborative research****Publisher:** IBM Press

Full text available: pdf(242.48 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper reports two virtual pointer alignment experiments carried out using a stereoscopic augmented reality interface. The purpose was to evaluate users' sensitivity to surface texture, target position at designated probe points on a cylinder real object surface, virtual pointer form and binocular disparity. The results confirmed the main findings from a previous study: that both surface texture and target position have significant influences. Subjective evaluation of virtual pointer form re ...

17 Poster session 2: Visual touchpad: a two-handed gestural input device

Shahzad Malik, Joe Laszlo

October 2004 **Proceedings of the 6th international conference on Multimodal interfaces**

Publisher: ACM Press

Full text available:  pdf(613.75 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents the Visual Touchpad, a low-cost vision-based input device that allows for fluid two-handed interactions with desktop PCs, laptops, public kiosks, or large wall displays. Two downward-pointing cameras are attached above a planar surface, and a stereo hand tracking system provides the 3D positions of a user's fingertips on and above the plane. Thus the planar surface can be used as a multi-point touch-sensitive device, but with the added ability to also detect hand gestures ...

Keywords: augmented reality, computer vision, direct manipulation, fluid interaction, gestures, hand tracking, perceptual user interface, two hand, virtual keyboard, virtual mouse, visual touchpad

18 In pursuit of desktop evolution: User problems and practices with modern desktop systems



Pamela Ravasio, Sissel Guttormsen Schär, Helmut Krueger

June 2004 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 11 Issue 2

Publisher: ACM Press

Full text available:  pdf(2.33 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This study deals with the problems users encounter in their daily work with computers and the typical practices that they employ. Sixteen daily computer users were interviewed about their habits and problems that they encountered during document classification and retrieval. For both these areas, we provide an overview of identified user practices and a citation-based analysis of the problems users encountered, including those related to the use of the screen real estate (the actual desktop). Tw ...

Keywords: Desktop metaphor, document classification, document retrieval, improvements., personal computer, user practices, user problems, user study


19 Field studies II: From genre analysis to the design of meetingware



Pedro Antunes, Carlos J. Costa

November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work**

Publisher: ACM Press

Full text available:  pdf(333.87 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Genre analysis is an approach to study organizational structures, focusing on communication patterns, which can be applied to the specific context of meetings. This research investigates the impact of genre analysis on the design of meetingware. The paper describes how genre analysis was used to develop meetingware for several organizations and meeting genres. The paper covers the whole design process, from genre elicitation to validation. The obtained results indicate that genre analysis impact ...

Keywords: design, genre analysis, meetingware analysis

20 Special session on reconfigurable computing: The happy marriage of architecture and application in next-generation reconfigurable systems



Ingrid Verbauwhede, Patrick Schaumont

April 2004 **Proceedings of the 1st conference on Computing frontiers**

Publisher: ACM Press

Full text available:  pdf(398.28 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

New applications and standards are first conceived only for functional correctness and without concerns for the target architecture. The next challenge is to map them onto an architecture. Embedding such applications in a portable, low-energy context is the art of molding it onto an energy-efficient target architecture combined with an energy efficient execution. With a reconfigurable architecture, this task becomes a two-way process where the architecture adapts to the application and vice-vers ...

Keywords: embedded, real-time systems

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